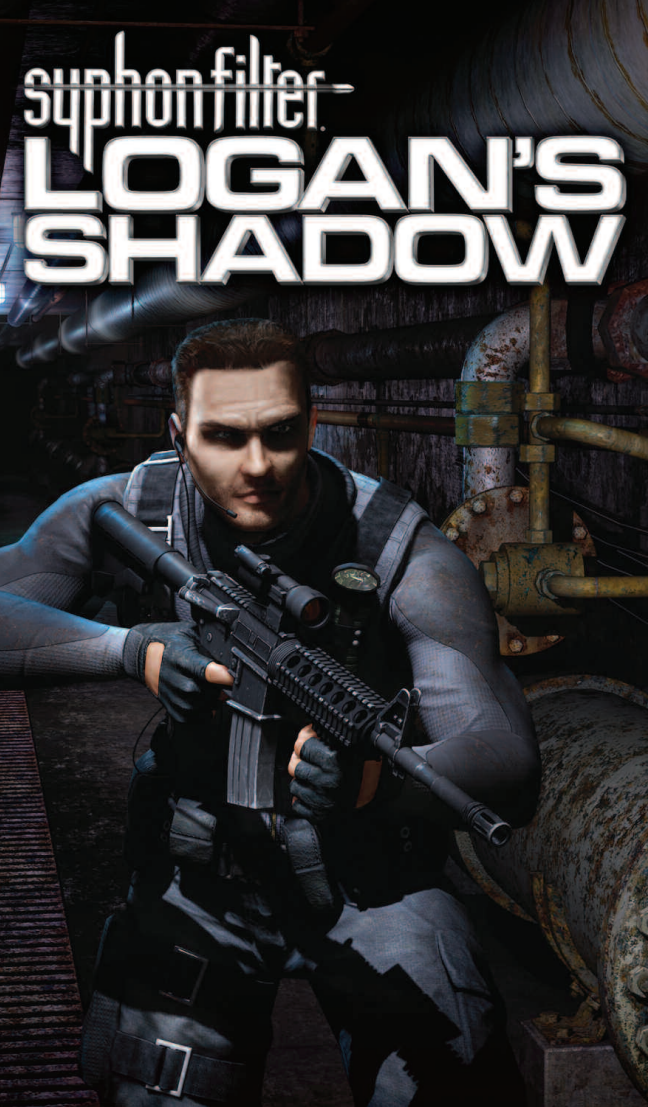
syphon filter

LOGAN'S SHADOW



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CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

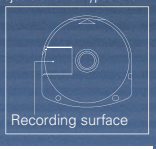
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

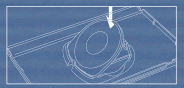
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Syphon Filter® Logan's Shadow Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at **www.us.playstation.com.** Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS 98606

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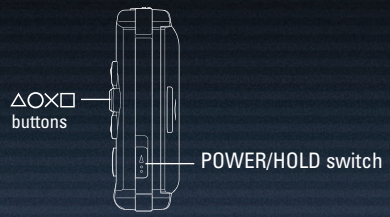
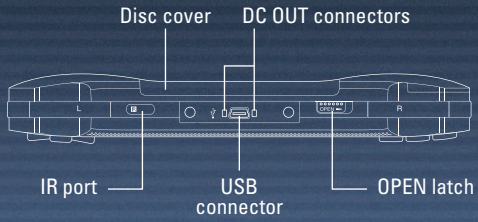
GETTING STARTED

Right side view



Front view



SETTING UP YOUR PSP® (PLAYSTATION®PORTABLE)SYSTEM

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. From the PSP® system's home menu, select the Game icon and then the **Syphon Filter® Logan's Shadow** icon. A thumbnail for the software is displayed. Select the thumbnail and press ⊗ of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, upload and download data, and compete against other players via connection to a Wireless Local Area Network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. Note: **Syphon Filter® Logan's Shadow** supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

Syphon Filter® Logan's Shadow is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a Wireless Access Point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. The manufacturer is not responsible for any incurred Wi-Fi fees.

Infrastructure Mode:

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device, a WLAN access point and a PC. For further information and details on setting up an infrastructure connection, please refer to the PSP® system's Instructional Manual.

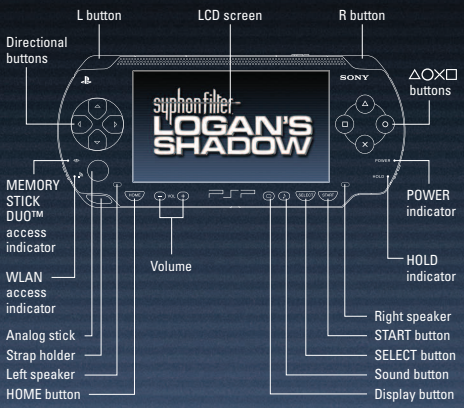
Note: A WLAN Access Point is a device used to connect to a wireless network.

Ad Hoc Mode:

Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS

PSP® (PlayStation®Portable) system configuration



MENU CONTROLS

Navigate menu/Highlight menu item ..... Directional buttons

Select highlighted menu item ..... ⊗

Previous screen/Return to Main Menu ..... ○

Cycle through Online Menu Screens ..... ↑ / ↓

Open Pause Menu ..... START

CONTROLS

Character Movement and Action

Note: The control configuration default is set to Standard (Free Aim). You can change the control configuration by selecting the OPTIONS Menu and choosing CONTROLS.

Move/Swim Forward/Backward ..... Analog stick

Strafe Left/Right ..... Analog stick

Aim Up ..... △

Aim Down ..... ⊗

Aim Left/Turn Left ..... □

Aim Right/Turn Right ..... ○

Target Lock (with Target Lock enabled) ..... L (hold)

Manual Aim (with Target Lock disabled) ..... L (hold) + △, ⊗, □, ○

Peek Aim (when snapped to a wall or object) .... Analog stick ← /→

Snap (when standing next to wall or object) ..... ↑

Fire Weapon/Melee Attack/
Blind Fire (when taking cover) ..... R

Weapon Select ..... → (hold) + △, ⊗, □, ○, R or L for grenades

Gadget Select ..... ← (hold) + △, ⊗, □, ○

Crouch/Stand (toggle) ..... ↓ (tap)

Ladder Slide (when on ladder) ..... Analog stick ↓

Ladder Climb (when standing in front of ladder) .. Analog stick ↑

Goggles On/Off ..... ← (tap)

Fire Mode Selection
(Dart select with MB-150 equipped) ..... → (tap) or → (hold) + ⊗ (tap)

Zoom In/Out
(with scoped weapon equipped) ..... L (hold) + ↑ /↓

Weapon/Crate Swap ..... ↑ (hold)

Interact/Reload/Grapple
(when standing next to an enemy) ..... ↑ (tap)

Voice Communication (Logan's Shadow®) ..... SELECT (hold)

Issue Command ..... SELECT

Team Channel Switch
(with Recon Dart deployed) ..... SELECT (tap)

Note: You can adjust the Game Options to toggle TARGET LOCK OFF/ON with TARGET LOCK ON/OFF.

SETTING UP THE HEADSET (OPTIONAL)

Syphon Filter® Logan's Shadow is compatible with the PSP® headset.

To use the headset, the remote control supplied with the PSP® system is required. Attach the headset to the remote control, and then connect the unit to the PSP® system. For details on using the remote control, please refer to the PSP® system instruction manual.

STARTING UP

STARTING A NEW GAME

The first time you play **Syphon Filter® Logan's Shadow**, you will be taken to the Create Profile screen. Use the on-screen keyboard to enter your Profile name. When you are finished, highlight ENTER and then press ⊗ to save your Profile to a Memory Stick Duo™ or Memory Stick PRO Duo™ and continue.

Note: You can also create a profile by selecting CREATE PROFILE from the Profile Screen accessed via the Main Menu.

Saving a Game

During the game, your profile settings and progress will be saved automatically between missions. To save your progress, make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 624 KB of free space inserted.

Note: **Syphon Filter® Logan's Shadow** *saves Game Data automatically. Do not remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or switch off the system when the Memory Stick Duo™ access indicator is flashing.*

Loading A Saved Game

Game data will be loaded automatically when you boot up **Syphon Filter® Logan's Shadow**.

MAIN MENU

After creating and loading your profile, you will be taken to the Main Menu. Press the directional buttons ↑/↓ to highlight an option and press ⊗ to confirm your choice.

Single Player

Select from a variety of single player modes. For more information, see Single Player, pg. 8.

Multiplayer

Compete against other players wirelessly and play **Syphon Filter® Logan's Shadow** over a Wireless Local Area Network (WLAN) via Infrastructure or Ad-Hoc modes. See Multiplayer mode, pg. 17, for more information.

Options

Change various game settings.

Profiles

Manage and load, create or delete your Profile.

Combat OPS (Sneak Preview)

Play a multiplayer demo of **Syphon Filter® Combat Ops.** See Combat OPS (Sneak Preview), pg. 26, for more information.

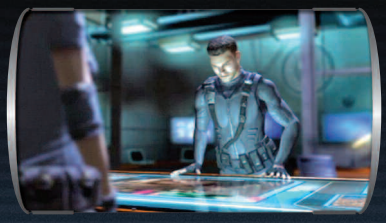
SINGLE PLAYER MODE

SINGLE PLAYER

Training Mode

Learn and practice Agency maneuvers and combat techniques before heading out into the field. Select from five different Training Missions and complete them to become familiar with **Syphon Filter® Logan's Shadow**'s basic controls, gameplay, weapons, gadgets, and underwater controls. Beat the Training Mission's timers to unlock special weapons.

Story Mode



Play through the entire game from beginning to end while focusing on the story. As missions are completed, they are unlocked for replay in Mission Mode. Select from two difficulty levels (Normal or Hard).

Mission Mode

Mission Mode divides the Story into six episodes, each of which contains at least three parts. Replay unlocked missions to improve your six Career Ratings. Explore different play styles as you experiment with alternate stealth paths, discover environmental kills, and unlock more darts for use with the MB-150 Agency Sniper Rifle.

To select a specific mission, highlight the Episode you wish to play and press ⊗. This brings up the Parts for that Episode. Navigate through the Parts to see the Ratings information for that Part. This Ratings Information includes: stealth, knife, dart, survival, environmental kills, and headshots, as well as the total amount of Hidden Evidence collected for that Part.

Career Rating

This menu displays the status of your Agency Ratings, which can be earned while playing the game in Mission Mode. The Agency keeps track of statistics for stealth kills, combat knife kills, elite weapons kills, survival skills (the ability to complete a mission without dying), tactical weapons (dart kills), and sharpshooter skills (head shots). Each rating has four Ranks, allowing you to earn up to 24 bonus unlocks, including weapons, missions and abilities.

Locked Files

Each episode contains a number of Locked Files, including Concept Art, Audio Files, and Bonus Movies. To unlock these files, collect all of the Hidden Evidence for that Episode.

SINGLE PLAYER MODE

Single Player Game Screen

Weapon Crosshairs

Use the weapon crosshairs to target your enemies. A circle will appear whenever you are holding a firearm and the crosshairs in the center will flash red when you shoot and hit your target.

When locked on to an enemy using the Target Lock feature (by holding L), the Brackets that appear on your target will expand and contract depending on your position, indicating your probability to make contact. The farther apart the crosshairs, the less accurate your shots will be. When stationary and in the crouched position, the crosshairs will contract, indicating that your shots will be more accurate in finding their mark.

Radar

Located in the bottom left corner of the screen, use the Radar to view enemy positions, navigate the environment, and locate important objective items.

- Your position is represented by a white arrow and will always be in the center of the map.
- Enemies are represented by colored arrows that will change from yellow to red depending on their alert status.
- Objective items are represented by flashing transparent arrows.
- North is indicated by the letter N on the perimeter of the Radar.

HUD

On the bottom right corner of the screen is the Heads-Up Display (HUD). The blue horizontal bar indicates your Body Armor Level. The red horizontal bar beneath it indicates your HP, or life energy. If the red bar is depleted, you will die.

The icon above the Armor/HP bars shows your current weapon and remaining ammo. The smaller icon below the bars shows your selected gadget.

SELECTING WEAPONS AND GADGETS

Weapon Selection

Press and hold the directional button ➡ to switch weapons. Each weapon is mapped to a specific hardpoint and button. Press △, ✕, □ or ○ to select the desired weapon. Note that some hardpoints can contain multiple items. Pressing R, for example, selects the "hand" hard point. Tap R to select the hand, taser or knife. Small icons next to the hard point indicate if multiple weapons are available.

Gadget Selection

Press and hold the Directional button ⬅ to switch gadgets and goggles. Each gadget is mapped to a specific button. Press that button to select the desired gadget or goggle. Tap the ⬅ button to toggle the gadget on or off.

Modify Equipment

This screen allows you to select Unlocked Weapons before entering a mission in Mission Mode or in Multiplayer. Weapons may be chosen for the following slots: Special, Back, Sidearm, Auxiliary, and Grenade. Use the directional buttons ⬆ and ⬇ to highlight a slot and press ✕ to access the available weapon list. Select a weapon and press ✕ a second time to equip it. When you're finished, press □ to begin the mission.

Grappling

New to Logan's Shadow is the ability to grapple with the enemy and use them as a human shield. To grapple, you must first approach an enemy and get close enough for a Grapple icon to appear on screen. When it does, quickly press the directional button ⬆ to get them into a chokehold. A Grapple meter will appear in the HUD in place of your remaining ammo and will slowly rise as long as you have hold of the enemy. However, if you allow it to fill completely, the enemy will break free and you will no longer be able to get them into a grapple.

While in a grapple hold, you can still move and shoot, using the enemy as a human shield. In addition, you can press the directional button ⬇ to kill them by entering into a Context Sensitive Action. For more information, see Context Sensitive Actions.

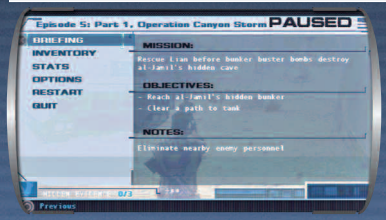
CONTEXT SENSITIVE ACTIONS

During your missions, you will oftentimes be called upon to engage in Context Sensitive Actions. When these moments happen, button icons will be displayed on screen and you must time and execute your button presses to succeed in completing the action. If just the button icon appears, press the button once. If an arrow appears above the button, quickly tap the button repeatedly.

BLIND FIRE

When taking cover behind a wall or object, you can blind fire at nearby enemies by pressing R. Good in a pinch, this tactic allows Gabe to remain in relative safety while he attempts to shoot at potential threats. The downside to blind firing is that it is much less accurate than manually aiming or target locking and using crouch and cover tactics.

PAUSE MENU

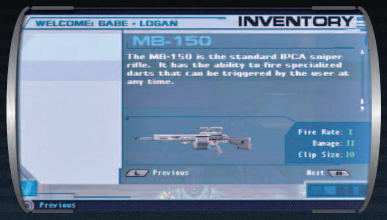


Press START during gameplay to bring up the Pause Menu. In addition to viewing your current mission ops, objectives and notes, you can access vital information and Intel to help complete your mission. Press the Directional buttons ⬆ and ⬇ to highlight a selection and press ⊗ to confirm your choice.

Briefing

This screen summarizes Gabe's assessment of the current mission, and provides additional hints, clues, and story. Press the directional buttons ⬆ and ⬇ to scroll the text in the viewing window.

Inventory



View and learn about the current arsenal of weapons and gadgets in your inventory. Use L and R to cycle through your inventory and the directional buttons ↑ and ↓ to scroll the text in the viewing window.

Hidden Evidence

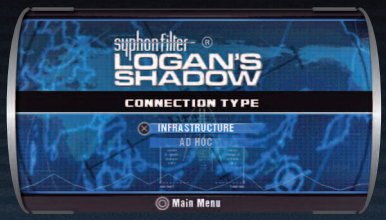
Almost every mission contains "Hidden Evidence." Explore the missions to find classified folders, hidden bodies, and other clues, which contribute to the Logan's Shadow story. Collect all of the Hidden Evidence in an Episode to unlock that Episode's Locked Files.

Note: If Hidden Evidence has been collected in a mission, that evidence will appear in the Inventory screen for that mission.

STATS

This screen allows you to view your detailed statistics for your current mission and tracks such items as stealth kills, combat knife kills, survival, kills using darts, environmental kills and headshots.

MULTIPLAYER MODE



Team up or fight against other **Syphon Filter® Logan's Shadow** Agents in intense online combat using the PSP® system's Infrastructure and Ad Hoc modes. Select MULTIPLAYER from the Main Menu and choose PLAY MULTIPLAYER to be taken to the Multiplayer Main Menu where you can choose between Infrastructure and Ad Hoc modes. For Ad Hoc mode, see Ad Hoc, pg. 25.

- A valid network connection is required to play online. See Creating a Network Connection below for detailed instructions.

  Online access is subject to the acceptance of the terms and conditions set out in the User Agreement appearing just before logging into the online portion of this game. You may also obtain the full copy of the User Agreement at www.us.playstation.com/useragreement.

- To talk directly to teammates during games, use the optional headset. See Setting Up the Headset, pg. 6, for more information.

INFRASTRUCTURE (ONLINE PLAY)

Infrastructure

Before you can play **Syphon Filter® Logan's Shadow** online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP® system software menu under Settings.

Note: For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.

Note: If you experience connection issues, ensure that the WLAN Power Save mode is OFF. The WLAN Power Save is located in the PSP® home menu in Power Save Settings of the Settings column.

LOGAN'S SHADOW LOBBY

Select a server location at the Choose Location screen and follow the directions to connect online and be taken to the Logan's Shadow Lobby. Once you have connected online to **Syphon Filter® Logan's Shadow**, you will be taken to the Logan's Shadow Lobby where you can press L or R to cycle between the Join Game, Host Missions, Player List, Community, and Options Screens.

JOIN GAME

As soon as you are connected online, the Join Game Screen will be displayed. Press the directional buttons ⬅ or ➡ to filter the various Games Lists by category, which includes All, Favorites, Most Popular, Buddy List, Agency Cell List, and Cell Vs Cell. Each Game List displays a variety of useful information, including Mission Name, Rating, Combat Type, # of Players Joined, Host, and if the game is Ranked or Unranked (green checkmark = YES, blank = NO).

Press ▢ to toggle between the Joined Players and Mission Info windows on the right side of the Join Game screen. Press △ to pull up the on-screen keyboard and chat with other players. Use the directional buttons ⬆ and ⬇ to highlight a game from the Games List and press ✕ to join and be taken to the Staging Area. Pressing SELECT will refresh the Host Missions List.

All: Displays all games currently underway.

Favorites: Displays games with missions that are on your Favorites List.

Most Popular: Displays games with missions that are on the Most Popular List.

Buddy List: Displays games containing members of your Buddy List.

Agency Cell List: Displays games containing members of your Agency Cell List.

Cell Vs Cell: Displays games that have been marked at the Host Game Screen as CELL VS CELL and contain only one Cell or members from your Agency Cell List.

HOST GAME SCREEN

The Host Missions Screen is where you can host a game of your own for other players to join. Press the directional buttons ⬆ or ⬇ to select from the various missions lists and press ✕ to confirm your choice.

Game List

Missions: Created by the **Syphon Filter® Logan's Shadow** team at Sony Computer Entertainment.

Favorites: Your personal favorites.

Most Popular: Best of the best. These are the most played missions.

Recently Played: Your most recently played missions.

Mission List

Once you've highlighted a Game List, a Mission List will appear on the right side of the screen and display a variety of information.

Mission: Name of the mission, including the initials of the Mission Location.

Rating: Displays the rating of the mission map, from 1 to 5 stars.

Combat Type: Combat Type of the mission: Deathmatch (DM), Team Deathmatch (TDM), Retrieval (RET), Sabotage (SAB), and Rogue Agent (ROG). For more information on Combat Types, see Combat Types, pg. 26.

Quick Join Icon: If this icon is displayed beside a mission, that mission is available for the Quick Join option on the Mission Profile Screen.

Press ⊗ to access the Mission List. Once accessed, you can press the directional buttons ⬅ and ➡ to filter the missions by Combat Type. To be taken to a Mission Profile Screen, highlight a mission from the list and press ▣. Pressing ⊗ will take you to a Host Game Screen.

Mission Profile

Highlight a mission from the Mission List and press ▣ to be taken to the Mission Profile Screen. This screen displays useful information, including the Combat Type, Location, Rating, Mission Name, and Mission Balance, as well as allows you to perform the variety of functions listed below.

Quick Join
Quickly jump into a game being hosted with this mission.

Note: If there are no games with this mission waiting for players at the Join Game Screen, this option will be grayed out and not selectable.

Host
Go to the Host Game Screen. For more information, see Host Game Screen, pg. 21.

Add/Remove from Favorites
Add the mission to your Favorite List. *Note: This option is replaced with REMOVE FROM FAVORITES if the mission has already been added to your Favorites List.*

Mission Balance: Displayed in the data panel to the left. Indicates which side has won the most games.

Mission Logistics: Displayed in the data panel to the right, underneath the Mission Balance. Displays the time of day (Day = Sun, Night = Moon) and the type of weather condition selected.

HOST GAME SCREEN

Once you've selected a mission from the Host Missions Screen or by selecting HOST from the Mission Profile Screen, you will be taken to the Host Game Screen. From here you will be able to view information about your hosted mission as well as configure a variety of game options. Once you've set your options, press START to HOST the game and be taken to the Staging Area. For more information, see Staging Area, pg. 23.

Host Game Options
Use the directional buttons ⬆ and ⬇ to highlight an option and ⬅ and ➡ to change your selections.

Force Ranked Options: Set ranked games to ENABLED / DISABLED and do not allow the host to change any settings on the Host Game screen or the Staging Area.

Max Agents: Set the total number of players allowed to join the game from 2, 4, 6, and 8. Note: If the Force Ranked Options is set to ENABLED, this setting is set at 8 and cannot be changed.

Auto Balance Teams: Set Auto Balance Teams to ENABLED / DISABLED to ensure that each team is equally balanced. Note: If set to ENABLED, players are automatically assigned a team based on their rank and the rank of other participating players. If the Force Ranked Options is set to ENABLED, this setting is set to ENABLED and cannot be changed.

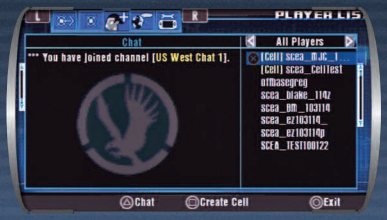
Filter: Allows the host to set who is allowed to join the game or what type of game it will be. These settings include: Cell, Cell Vs Cell, Password, No Filter and Buddies.

Cell VS Cell

The Cell Vs Cell filter allows for the following options:

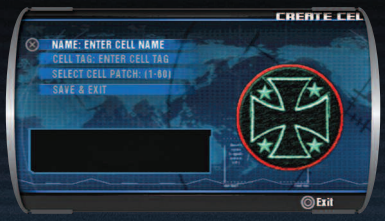
- Only members of a Cell can join.
- No more than two different Cells can be in the game.
- Each member of a Cell must be on the same team.
- This option is not available for Deathmatch or Rogue Agent games.

PLAYER LIST



Displays all players currently online or in their current Channel. On the left side of the screen is an expanded chat window. On the right side of the screen is the Player Panel, which lists all players assigned to your selected chat Channel. Press the directional buttons ⬅ or ➡ to cycle through the various Players Lists displayed in the Player Panel, which include Cell Players, Channels, All Players, Buddy Players, and Ignore List. Select a Channel and press △ to chat with other players in that Channel. To view a player's Profile, highlight a player and press ✕. To create a Cell, see Create Cell below.

Create Cell



Press □ to create a Cell. The Create Cell Screen allows players to form tight knit groups and compete as a 'unit' against other Cells. If you are currently not a member of an existing cell, you can create a new cell. Creating a Cell will bring up a screen that asks you to type in the Cell Name, Cell Tag, and Cell Patch. The name needs to be verified as unique (not already taken by another user) before it can be created. If it has already been taken, you will be asked to enter new data. Once created, you will be the Cell Leader, and the Cell Options will become available. As the Cell Leader, additional users can be invited to your Cell or removed from your Cell; a message of the day can be posted; and Cell options can be configured.

STAGING AREA

Once you've created a game to host or have joined a game someone else is hosting, you will be taken to the Staging Area. From this screen, you can launch the game (if you are the Host), switch teams (only when Auto Balanced is disabled), chat with other players in the Staging Area, and configure the Game Options. Use the directional buttons L or R to cycle between lists. To view a player's Profile, highlight the player and press ✕. To modify a Game Option, highlight an option in the Game Option List on the right side of the screen and use L or R to adjust them. Press and hold SELECT to use the headset and speak into the microphone. Press △ to chat with other players in the Staging Area.

Game Options

Target Lock: Toggle between DISABLED / ENABLED.

Respawn Time: Set the time between player respawns between 5 to 60 seconds.

Time Limit: Set the mission time limit between 5 and 60 minutes.

Weapons: Set the type of weapons allowed in the mission. Choices include Normal, Sniper, EPDD, SMAW, Melee, Shotgun, DSC-1 Thermal, MB-150, MGL, and Spear.

Score Limit: Select between Unlimited and 5 through 100.

Spawn Limit (Sabotage Only): Set the number of respawns available for a team. Select between Unlimited and 1 through 100.

Bomb Time (Sabotage Only): Set countdown timer for the bombs. Select between 1 and 5.

When you're ready to start, press START to launch the game.

COMMUNITY

This is your connection to the **Syphon Filter® Logan's Shadow** Online Community. Check in daily to make sure you have the latest info on the game, or use the personal Mailbox feature to schedule an online match with your friends or cell-mates.

Home: Here you will find news on the game, polls and surveys, as well as any info on Syphon Filter® promotions.

Leaderboards: Check out the latest updates for Overall, Weekly Rankings, Monthly Rank, Buddy Rankings, and Cell Leaderboards.

Mailbox: View and send mail and block users.

Message Board: Read messages from other players or post your own thoughts on the game. This is an open forum for all players.

VOTING

After playing a mission for the first time or selecting UPDATE VOTE from the Game Stats Screen after a mission is over, you can voice your opinion about the mission you just played by Voting. The Voting Screen displays the Mission Name and Current Rating for the mission, as well as a list of available voting options. Use the directional buttons ↑ and ↓ to highlight an option and press ⊗ to place a checkmark next to your vote. When you've cast your vote, highlight SUBMIT VOTE and press ⊗.

Voting Options

None: Choose not to cast a vote.

Note: Once any option other than None has been cast, the None option will no longer be available.

1-5 Stars: 1 Star = extremely dislike. 5 Stars = extremely like.

AD HOC

Note: Ad Hoc Mode: Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

Select PLAY LOGAN'S SHADOW from the Main Menu and then choose AD HOC to team up or fight against others.

Syphon Filter® Logan's Shadow opponents using the PSP® system's wireless Ad Hoc Mode. Once connected, you will be taken to the Host Ad Hoc Screen where you can either Host a mission or Join a game. Press L and R to cycle between the Host Game and Join Game windows.

Host Game Window

Host a game from a list of available missions. Highlight a game from the list and press ⊗ to go to the Staging Area.

Join Game Window

Join a game from a list of available hosted missions. Highlight a game from the list and press ⊗ to go to the Staging Area.

Note: If there are no games currently in this list it means that there are no nearby players hosting a game. Games currently underway are not displayed in this list.

PLAYING THE ONLINE GAME

Combat Types

There are five Combat Types: Team Deathmatch, Retrieval, Sabotage, Rogue Agent, and Deathmatch.

Team Deathmatch (TDM): Team based. Be the first team to reach the score limit or have the most kills when time expires.

Retrieval (RET): Team based. Be the first team to reach the capture limit or have the most captures when time expires.

Sabotage (SAB): Locate the Detonator Code, then arm and detonate the enemy team's Nuclear Warhead. TIP: Use EMP Grenades to temporarily disarm a bomb.

Rogue Agent (ROG): No Teams. Capture the Rogue Agent Credentials and eliminate the opposition. TIP: Use the EDSU Goggles to locate the Rogue Agent.

Deathmatch (DM): No Teams. Be the first agent to reach the score limit or have the most kills when time expires.

COMBAT OPS (SNEAK PREVIEW)

Playing Combat Ops

Play Combat OPS Demo

Compete against up to seven other players wirelessly and play a demo version of **Syphon Filter® Combat Ops** over a wireless local area network (WLAN) Ad-Hoc mode. Many of the multiplayer functions of **Syphon Filter® Combat Ops** are identical to those found in Logan's Shadow. Please see their corresponding sections in this manual for more detailed information. Note: Infrastructure game play is only available in the full version of **Syphon Filter® Combat Ops**.

Mission Modifier

Create your own unique multiplayer missions and maps from scratch and play them against others wirelessly via Ad Hoc mode. The Mission Modifier is separated into two phases: Mission Modifier and Combat Modifier. Select MISSION MODIFIER from the Main Menu to be taken to the Modifier Main Menu. Use the directional buttons ↑ and ↓ to highlight a selection and press ⊗ to confirm your choice and set a checkmark next to each option. Use L and R to cycle through each navigation menu. Note: You must make a selection at each menu screen by setting a checkmark before continuing to the next menu.

Modifier Main Menu: At the Modifier Main Menu, select CREATE NEW MISSION to go to the Area of Operations Screen and start creating a mission or LOAD USER MISSION to load a previously created mission or one that has been downloaded to your Memory Stick Duo™. Note: The full version of **Syphon Filter® Combat Ops** contains additional unique and editable maps.

Area of Operations Menu: Displays a list of different maps to use to create a mission. Make a selection from the Mission Location List and press ⊗ to add a check mark and advance to the Customize Operations Menu.

Customize Operations Menu: Displays the terrain pieces you can select to build your mission. The Central Zone is the main building block of the mission map and additional Alpha and Beta Zones are available to be attached to it.

Mission Logistics Menu: Allows you to set the Time of Day and Weather Conditions for your mission.

Mission Combatants Menu: Allows you to choose your character for each team.

COMBAT MODIFIER

This is the second portion of creating a mission. Use your Mission Combatant to navigate your created level and set / activate Objective Locations, Spawn Points, Weapon Crates, Barrels, Turrets, Ladders, and Ziplines in the environment, which are displayed as red wireframe boxes. To activate / set an item inside each box, point your aiming reticule over the box and press and hold the directional button ⬆.

Note: Control your on-screen Combatant just as you would during normal gameplay.

Combat Modifier Interface

When using the Combat Modifier, you will be moving around in your created environment with your Mission Combatant in a third-person perspective. While in this mode, the Combat Modifier Interface will display the following information:

Combat Modifier Navigation Menus: Located along the top. Icons display each Combat Modifier Option.

Mission Location / Zone: Located in the top left corner. Displays the name of the map and the name of the Zone in which you are currently standing.

Radar Map: Located in the bottom left corner. The white arrow displays your current location in the map.

Object Limit Panel: Located in the bottom right corner. Displays the minimum / maximum number allowed of each type of activated object for the current Combat Edit Mode.

Combat Modifier Navigation Menu

Navigate the environment and place your weapon crosshairs over the wireframe boxes, then hold the directional buttons ⬆, ⬇, and ⬅ to Activate / Modify a selection, Teleport, or jump to a Vantage Point. Press L and R to cycle through each menu / edit screen.

Combat Type Menu: Set the type of mission you want to create. The right side of the menu displays requirements for each Combat Type, which are broken down by Spawn Points and Objective Locations.

Objective Locations: This option is only displayed for Retrieval (RET), Sabotage (SAB), and Rogue Agent (ROG) Combat Types. Choose where Objectives will appear in the mission. Each of the above Combat Types has different Objectives that must be activated with a set minimum / maximum number of Objectives you can place in the environment. Once an Objective has been activated, you must assign it to a team (Force A, Force B, or Neutral). You can also rename it via the on-screen keyboard.

Spawn Locations: Select where each team will spawn during gameplay and then select which team to assign it to.

Combat Objects: Determine what type of Combat Objects you want to place in the environment. There are three types of Combat Objects you can place / activate: Barrels, Turrets, and Weapons.

Nav Objects: Determine what type of Navigation Objects you want to place in the environment. There are four types of Nav Objects you can place / activate: RTL, Ziplines, Ladders, and Crates.

Mission Text Editor: Use this menu to modify the text displayed about the mission. The name of the previous author is displayed on the right side of the screen. There are two items of text you can modify: Mission Location and Mission Description

- Mission Location: Represents the name of mission location.
- Mission Description: Represents an overview of the mission and the objectives required to complete it.

Mission Review Menu: Displays an overview of settings for your created mission, including Operations Data, Mission Logistics, Mission Combatants, Combat Type, and if your map is Valid. Press ⊗ to name and save your mission to Memory Stick DUO™.

Overview Map: At any time, press SELECT to access the Overview Map.

THE PAUSE MODIFIER MENU

Press START anytime while in Combat Modifier Mode to pull up the Pause Menu. Press START a second time to return to the Combat Modifier Menus.

Save Mission: Save your mission to Memory Stick Duo™.

Play Test: Exit the Combat Modifier and take your created mission for a test drive in a single player environment.

Note: Only valid missions can be tested.

Options: Adjust the game options.

Exit Combat Modifier: Exit and return to the Mission Modifier Main Menu.

SET UP MENU

Before playing a mission, you will be taken to the Set Up Menu where you can equip your Mission Combatant, view your Combatant's Profile and the Profiles of other Combatants, and set your Combatant to READY status.

Modify Screen

Choose your Mission Combatant's equipment prior to testing your mission. You can select one weapon to be holstered on your Combatant's Back, one weapon to be holstered as a Sidearm, one Auxiliary weapon, one type of Grenade, and one Special weapon. Information for each weapon, including its Fire Rate, Damage, Clip Size, and Capacity will appear in the bottom right corner of the screen when highlighted. When ready, press the START button to start the mission. Note: You can choose EQUIP DEFAULT to equip a default weapon for each area. Choose RESET to reset all weapons to their default settings.

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   (a) Harassing or intimidating other players;

   (b) Using language, selecting user, character, clan or team names or creating any other content that maybe racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;

   (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit **http://www.us.playstation.com/psp**

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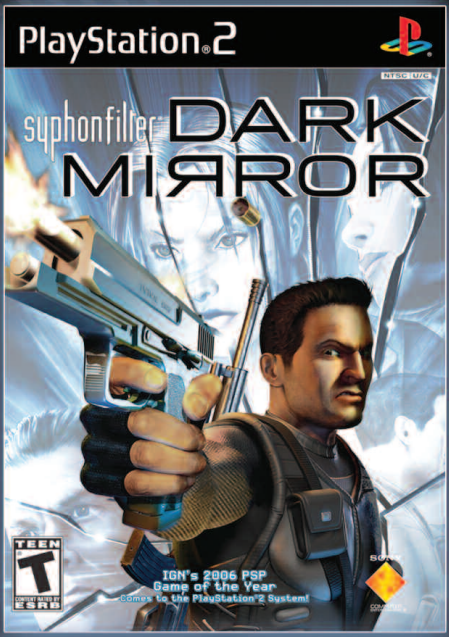

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